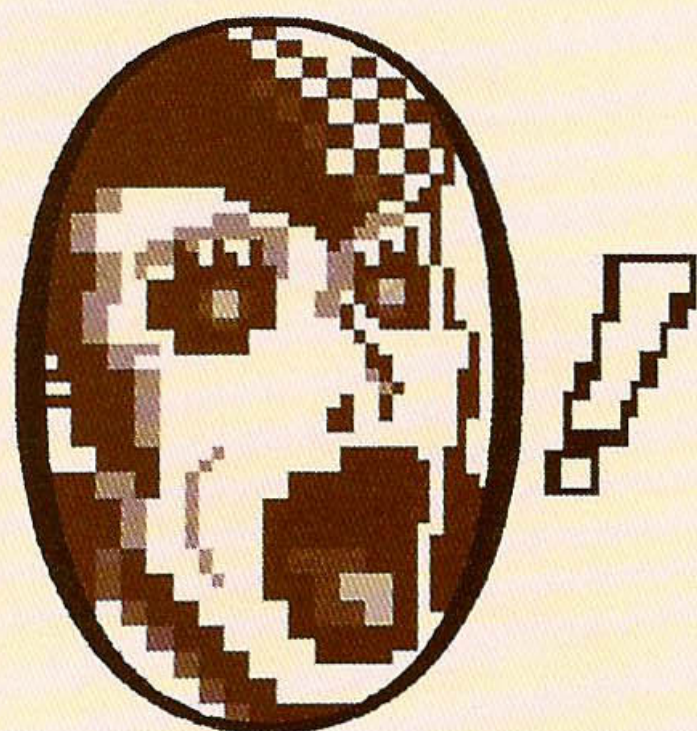


**What Did I Do to
Deserve This, 2
My Lord!?**



NIS
America

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the What Did I Do to Deserve This, My Lord!? 2 disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

Before All

**Do you know the word
"ecosystem"?**

"Ecosystem" refers to a habitat where creatures, such as dragonflies and minnows and so on, are given birth and perish.

There used to be many ecosystems amongst human communities, but they are now on the verge of extinction because of human destruction in the name of "urbanization."

We derived an analogy of this unrecognized tragedy from monsters' feeble ecosystem within a dungeon; a game as a "Videco" in which you stop human arrogance, represented by human "heroes." We hope you enjoy it, feeling the breath of tiny lives.

INDEX

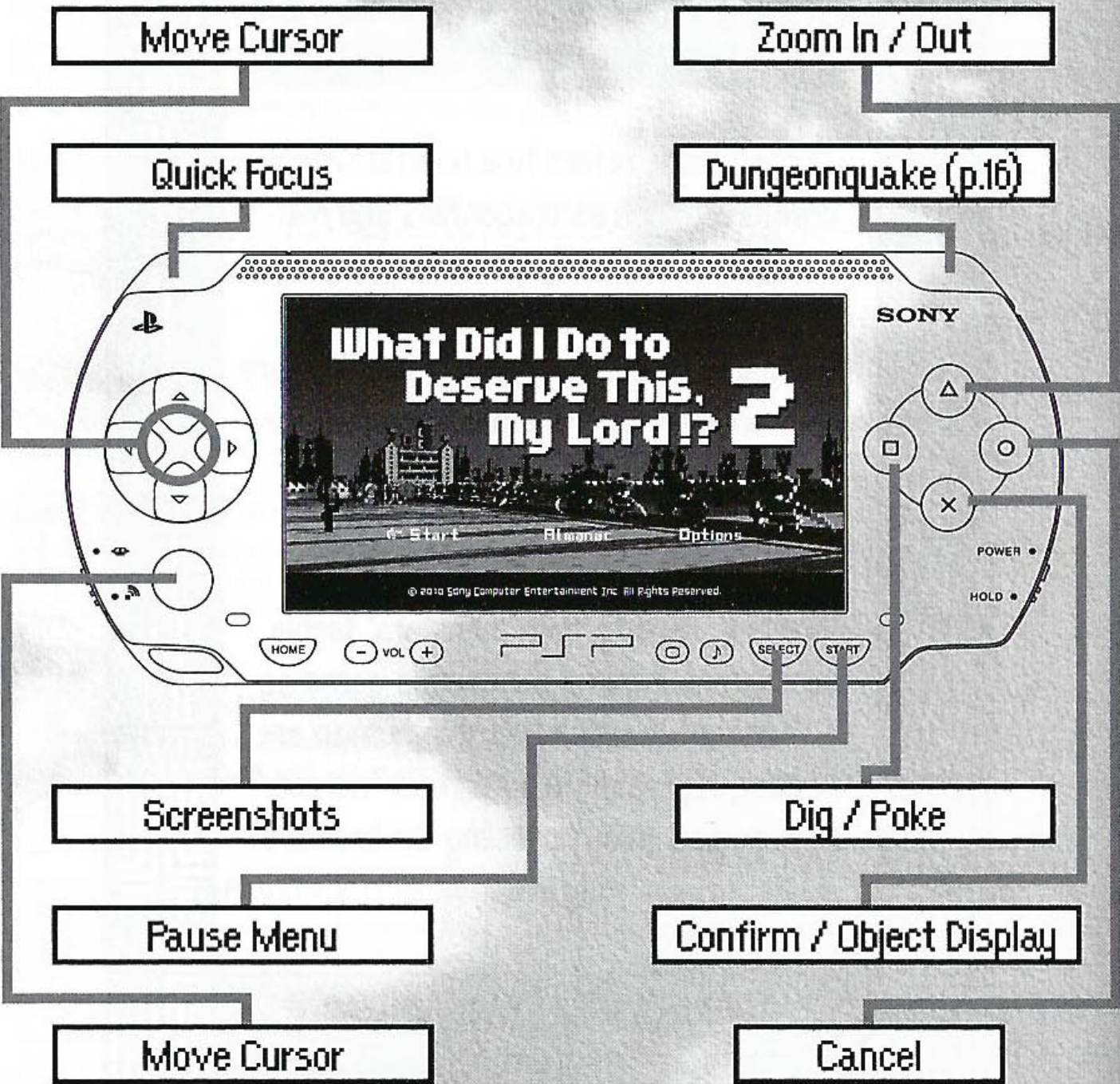
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CONTROLS



Oh, my Lord, God of Destruction! I want to be one with you...

PSP™ (PlayStation®Portable) system configuration



Story Mode Pause Menu

Resume Game	Resume the game you have paused.
Quit Game	Perform Quick Save (p.23).
Almanac	You can peruse the Almanac, the creature encyclopedia (p.25).
Army List	You can browse the battle abilities of the Badman Army (p.10).
Auto Save	You can choose between Auto Save On/Off
Back to Title	Quit the game without saving.



Training Mode Pause Menu

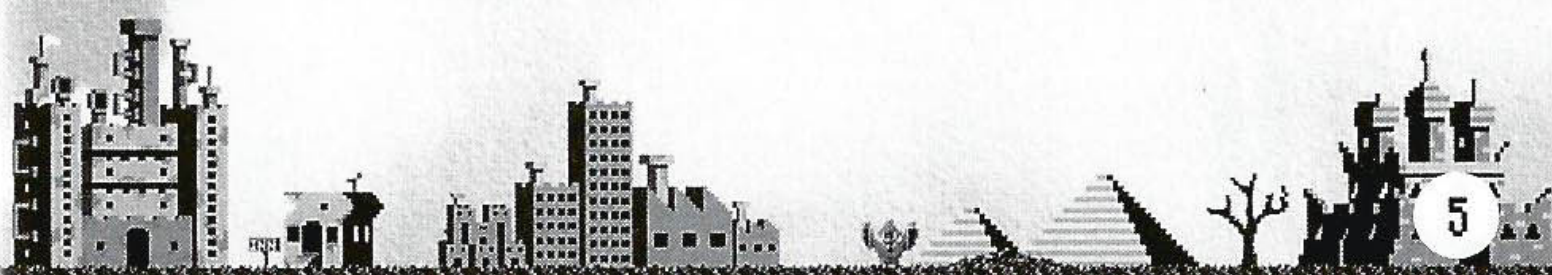
Resume Game	Resume the game you have paused.
Restart Game	Start the Training Mode over.
Almanac	You can peruse the Almanac, the creature encyclopedia (p.25).
Options	You can set the controls, etc.
Army List	You can browse the battle abilities of the Badman Army (p.10).
Briefing	You can review the Objectives and Conditions of the stage.
Auto Save	You can choose between Auto Save On/Off.
Back to Training Select	Go back to the Training Course Selection Menu.

Badman's Chamber Pause Menu

Resume Game	Resume the game you have paused.
Almanac	You can peruse the Almanac, the creature encyclopedia (p.25).
Options	You can set the controls, etc.
Army List	You can browse the battle abilities of the Badman Army (p.10).
Save	Save the current state of the dungeon.
Back to Dungeon Settings	Quit the game without saving.

This title uses an autosave feature. It is advised you do not reset/switch off the system whilst the HDD access indicator is flashing, as doing so may cause data to be overwritten.

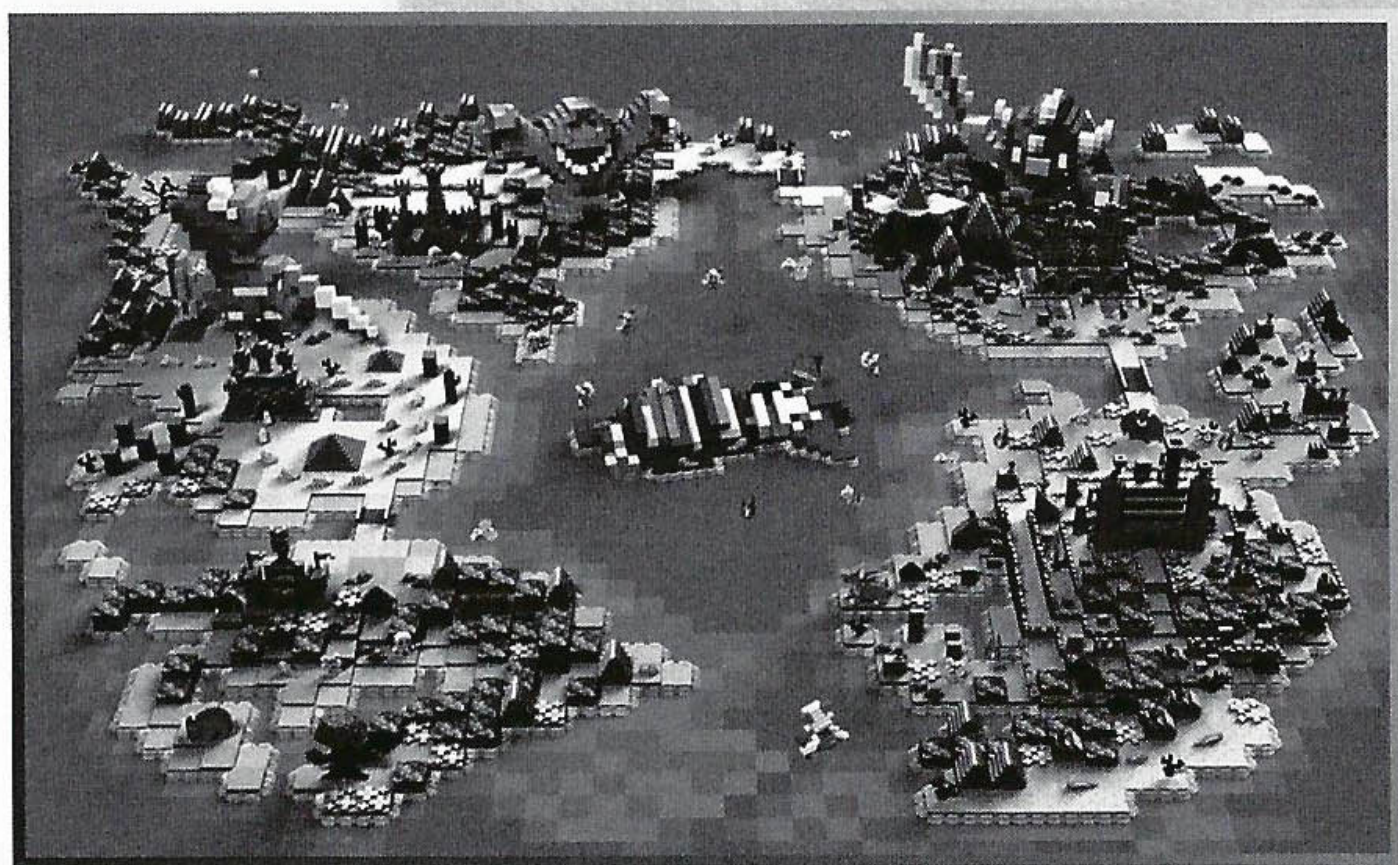
This title supports English and French languages. It is advised you select your preferred language from the system settings before commencing play.



PROLOGUE



Welcome back, my Lord, God of Destruction!



I'm pleased to meet you again, my Lord, God of Destruction!
Have you forgotten me?
It is I, Overlord Badman. I'm back to conquering the world again!
Ah, this all feels so nostalgic...

...But alas, this is no time to be dwelling on the past!
The reason I summoned you again is, of course, to conquer the world! To do that, I want you to wield your godly pickaxe and dig forth my dungeon, my underground kingdom, and create my servant monsters. And most importantly, please fend off the human heroes who invade our sanctuary from time to time! Let's plunge the human world into our sacred miasma!

Well, anyway, I never knew the human world was this big!
It's so impertinent!
As you can see on this map, there are 5 continents.
If I conquer these, one by one...eventually...hmhmhm.
Let's set forth, my Lord, God of Destruction!
Let's give the peasants their own personal Hell.
And teach them the lesson that "Not all main characters in games are humans."
Now, take up your pickaxe! And dig forth a dungeon! All for me!! ...And you.



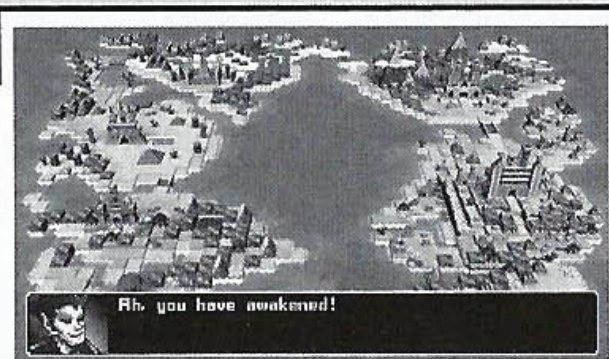
GAME MODES



I'll explain each mode in this game.

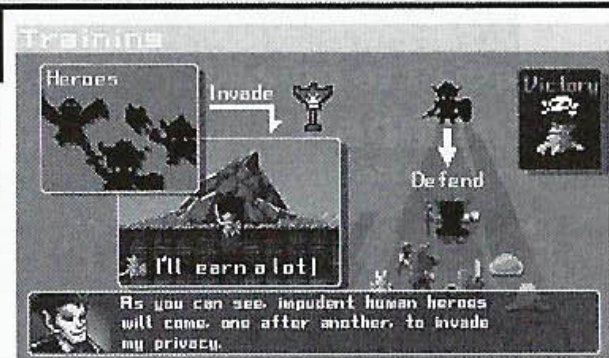
* The Story Mode (p.22)

The goal is to beat all of the stages in each area. For the sake of reviving the Badman Army, let's do our best.



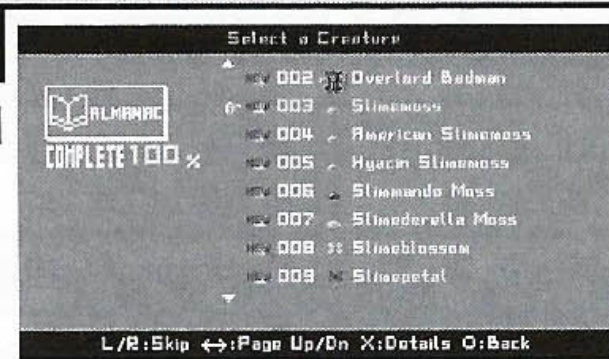
* The Training Mode (p.24)

There are easy Training Stages and the ever more challenging Challenge Stages.



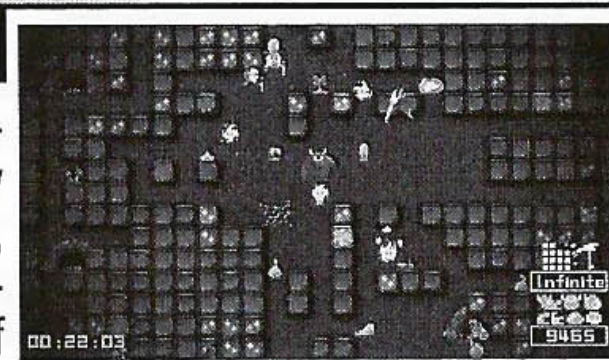
* Almanac (p.25)

You can see all unlocked monsters and heroes from here.



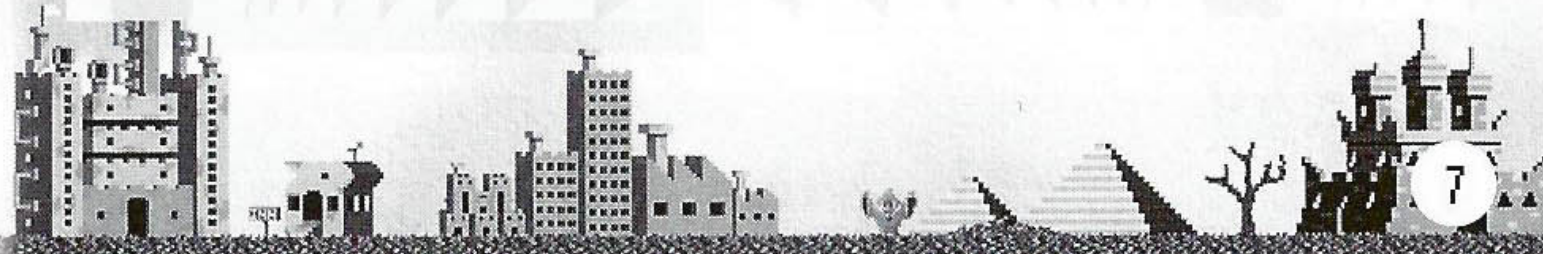
* Badman's Chamber (p.26)

To meet the expectations of those users who have played the original, a new mode has been added. On this mode, you can freely manipulate the ecosystem. Please enjoy your observation of the ecosystem.



Options Menu!

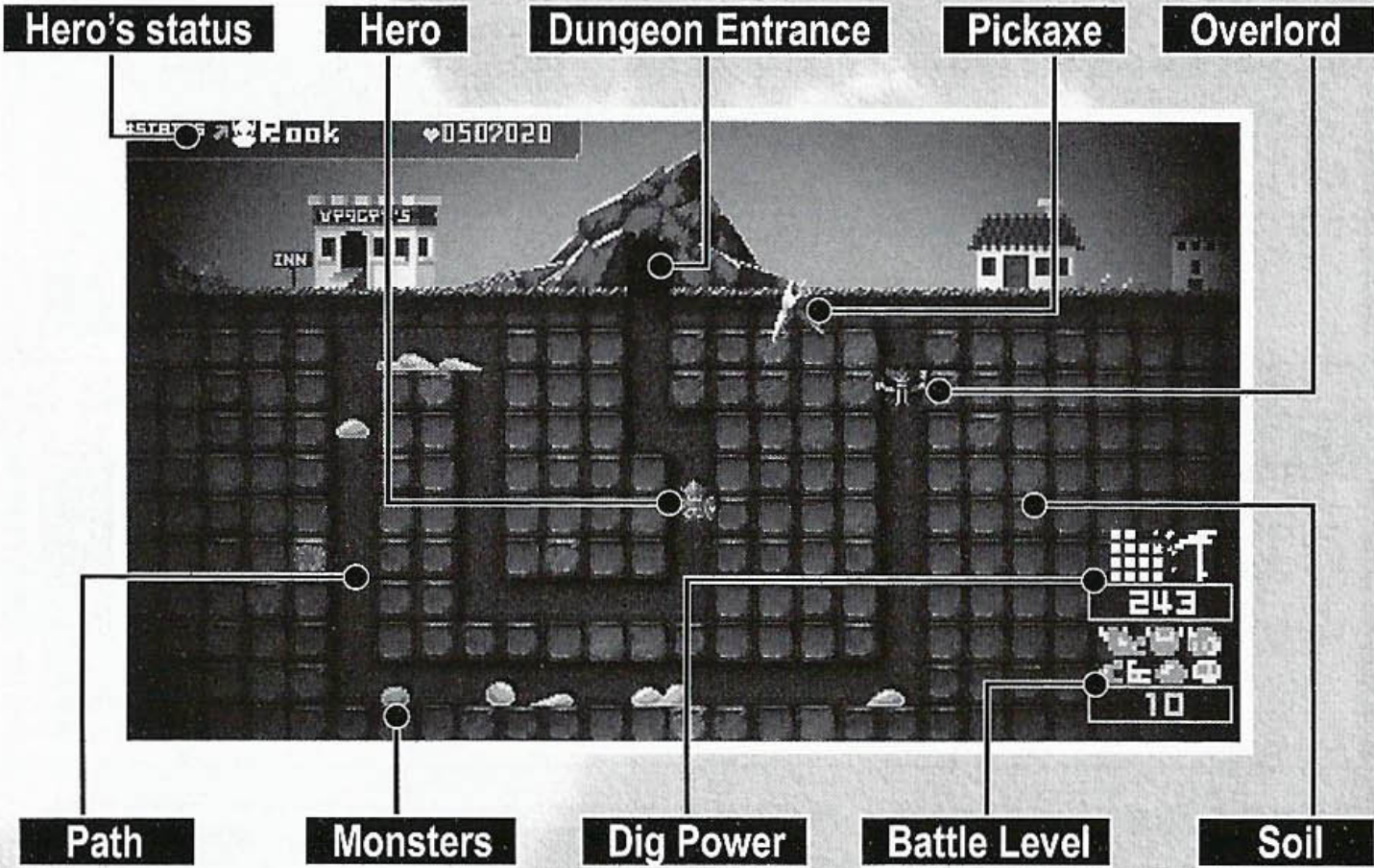
Display	Heroes' comments (p.9) and mutation announcements (p.16) can be turned on/off.
Sound	You can set the volume of the SE and background music.
Data	If you insert a Memory Stick Duo™ with 320KB or more of empty space, you can use data utilities, like Save and Load.



SCREEN



My Lord, God of the Destruction, here's what the game screen looks like!

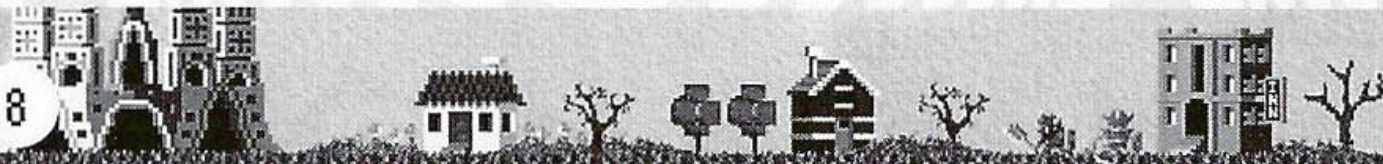
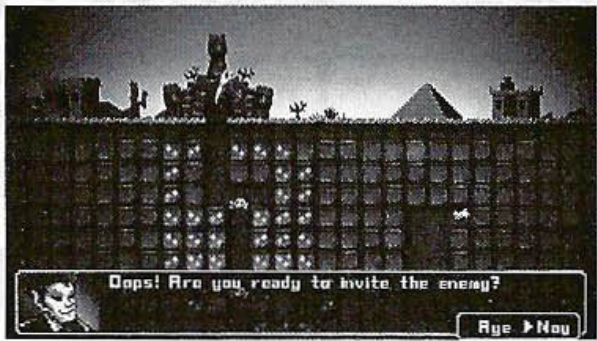


Dungeon Entrance	A.K.A. Death Gate: Humans come into our dungeon through this.
Hero (p.20-21)	Impertinent vermin!
Hero Status	The arrow indicates the motivation of the hero (p.21), the number on the left is HP, and on the right is MP.
Overlord	Yes, that's me. I'm back.
Pickaxe	You use this to dig the dungeon.
Dig Power (p.10)	This number indicates how many times you can dig.
Battle Level (p.10)	This is a variable that represents the strength of my entire army.
Soil	The soil's appearance will change as it stores nutrients and mana (p.11).
Path	If you dig the soil, you will clear a path for our servant monsters.



Invite Heroes

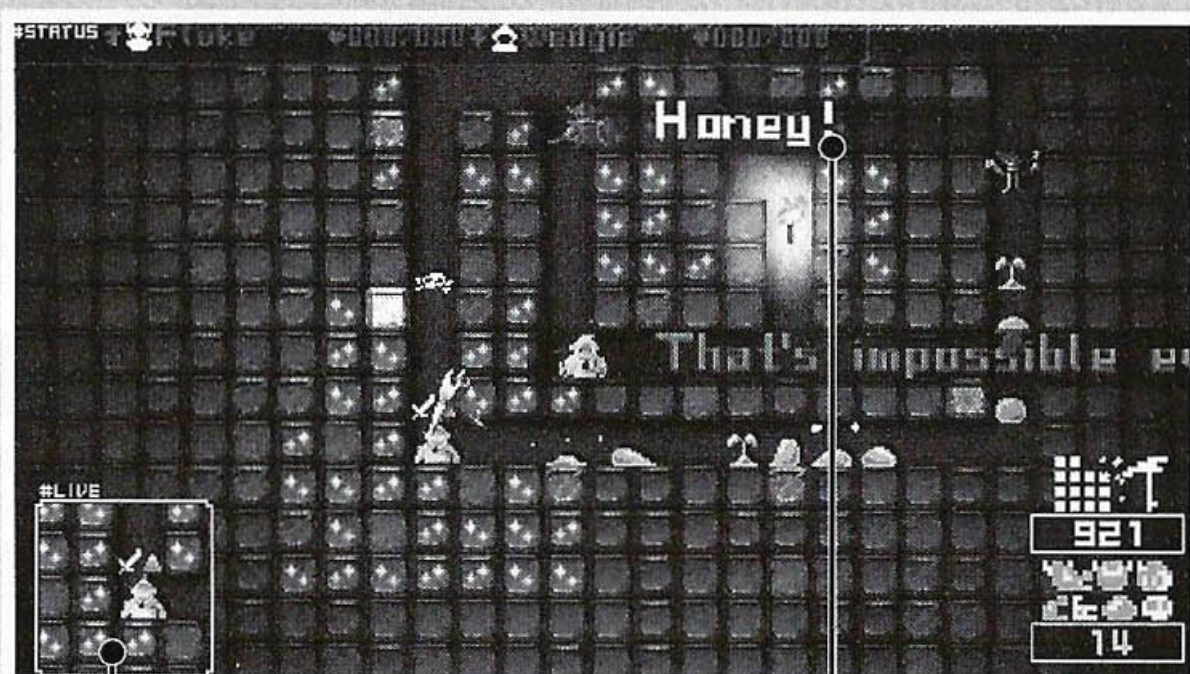
If you press the  button at the entrance of the dungeon, you can invite the heroes. It's useful for when you want a better Dig Power bonus.





Here are some convenient features to help keep an eye on the heroes' status!

Don't you find it hard to keep checking up on each hero's activities all the time? That's why I have set up a small window in which you can see the situation of the heroes, and a window for their comments. We are fully prepared to fight the heroes!



Breaking News Window

Heroes' Comments

* Breaking News Window

This window lets you know when mutations are occurring, a hero is in a crisis, when Badman is taken away, etc. This window disappears a short while after it shows up.



* Heroes' Comments

Heroes utter some lame stuff for different situations. It will be displayed and slide across the screen. By the way, the top line is for the 1st hero, the middle line is the 2nd hero's, and the bottom line is for the 3rd hero's comments.



You can turn the heroes' comments on or off.

If you choose [Heroes' Comments] from the [Display Settings] under [Options] from the Pause Menu, you can switch the heroes' comments on or off.



DIG POWER AND BATTLE LEVEL



I shall explain Dig Power and Battle Level, which are vital to the dungeon!

* Dig Power

Stage 1 Results				
	Dig Bonus	Army Bonus	Time Bonus	Results
	244	+135	01:25	Score
				292
				68
				90
Next Stage Dig Power				450
Rank				A

Dig Power indicates the number of soil blocks you can dig with your godly pickaxe. In other words, if you have zero Dig Power, you can no longer dig.

You can also spend Dig Power to upgrade monsters (p.14) or to activate Dungeonquake (p.16). So it's always good to save up on Dig Power. The only time you can get more Dig Power is when you beat a stage.

Results Screen

Dig Bonus	The more Dig Power you have left over when you beat a stage, the higher score you'll get.
Army Bonus	The higher the Battle Level you have obtained throughout the stage, the higher score you'll get.
Time Bonus	The less time it takes you to beat the stage, the higher score you'll get.
Next Dig Power	The amount of Dig Power that you'll have for the next stage.
Rank	Your grade for beating the stage. It ranges from D to S, with S being the highest.

* Battle Level

Totals	Thin Nutrients	Dense Nutrients	Thin Mana	Dense Mana	Rune Monsters	Units
23	1537	23	1/5	1/5	1/5	1/5

The Battle Level indicates the strength of the entire Badman Army. If you have strong soldiers or just a lot of them, the number will be high. You can see this by going to the Army List from the Pause Menu, along with the types of monsters you have in the army, as well as mana and nutrients.

Content of Each Page

Page 1	Overlord Badman's rank.
Page 2	Mostly Regular Types of Monsters (p.14).
Page 3	Mostly Abnormal Types of Monsters (p.17).
Page 4	Mostly Giant Types of Monsters (p.17).
Page 5	Mostly Rare Types of Monsters.
Page 6	Mostly Other Types of Monsters.



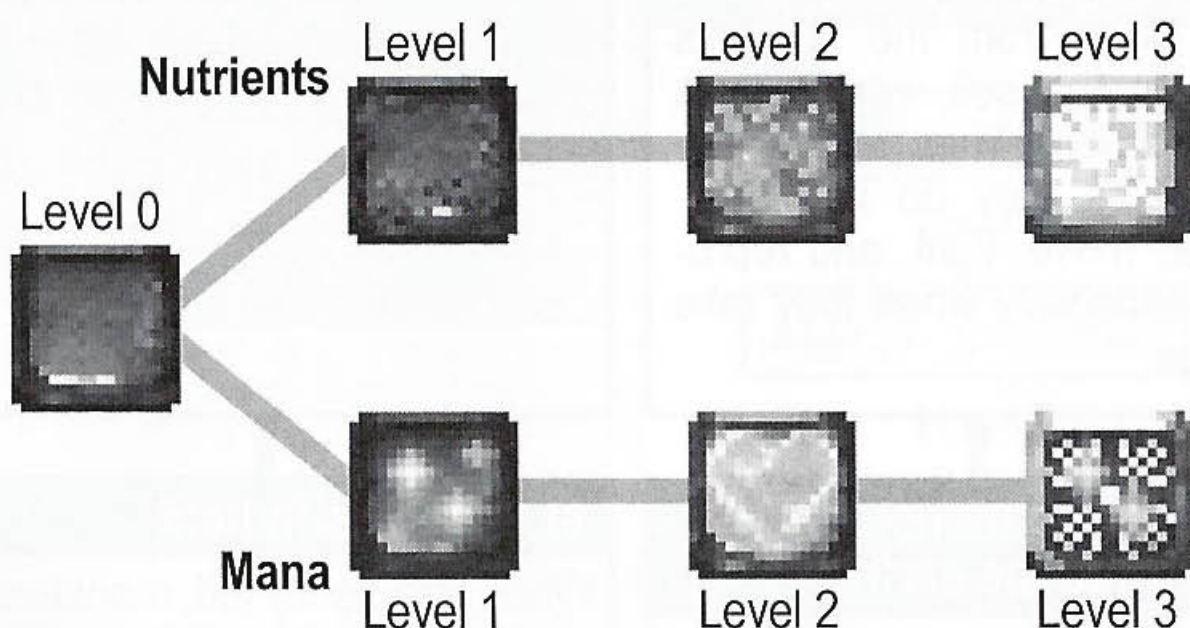
NUTRIENTS AND MANA



To create servants, nutrients and mana are essential!

To create servants, nutrients and mana are essential! There are things called Mana and Nutrients within the dungeon. They are constantly being consumed, moved around and deposited by the heroes and monsters. After a certain amount have been condensed in a block, the soil changes color. This means the soil's level has gone up. By digging higher level soil blocks, you can create different kinds of monsters. It is your privileged duty to control mana and nutrients, and create monsters out of them!

* Change of Soil

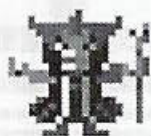


Conditions for Nutrient Accumulation

- Slimemosses carry nutrients.
- Defeat heroes.
- Monsters with nutrients die.
- Poke mushrooms, etc.

Conditions for Mana Accumulation

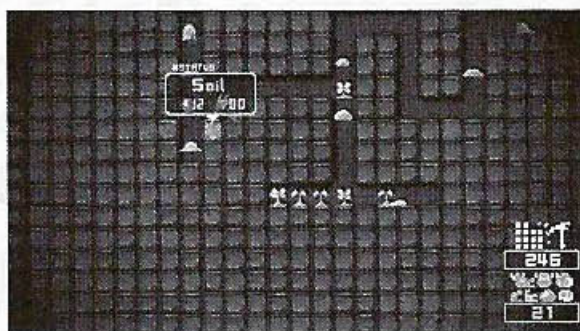
- Spirits carry mana.
- Heroes use skills or magic.
- Defeat heroes.
- Monsters with mana die.
- Poke mushrooms, etc.



Check the nutrients and mana!

If you move the pickaxe over a soil block, or any other object/unit, and press the button, you can see the amount of nutrients and mana present in the object.

The number on the left is the nutrients, and on the right is the mana.



CIRCULATION OF NUTRIENTS AND MANA



Let's learn about transferring energy throughout the dungeon!

All servants have three variables; Vitality, Nutrients, and Mana. These energies are circulating throughout the dungeon. The first step toward conquest over the humans is to grasp the way they circulate!

* Examples of nutrient and mana transitions

① Monsters come to life

When you, the God of Destruction, dig the dungeon, monsters spring forth from the nutrients stored in the soil, which gives them Vitality. Their Vitality decreases as they do activities--such as move, fight, and reproduce--especially when they take damage.

② Eat and get nourished

Stronger monsters feed on weaker ones to restore their Vitality. The more Vitality they've got, the more active they will become.

④ Deceased monsters return to the earth

If the monsters starve to death or get killed by humans, their bodies return to the earth and their nutrients will feed the soil around them. Of course, new monsters may come to life from the soil.

③ Monsters in heat

When sufficiently fed, monsters start to reproduce. When they lay eggs, the eggs carry over the parent monster's Vitality.



You can see a monster's Vitality using the ⊗ button!

Put the pickaxe over a monster and press the ⊗ button. You can then see its status: from the left, Vitality, Nutrients, and Mana respectively.

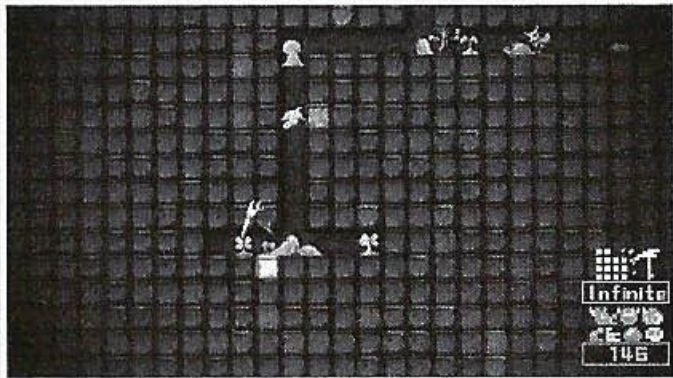


NATURAL SELECTION



Monsters feed on other monsters to become stronger!

Newborn monsters are not as Vital as fully mature ones, but by feeding on other monsters, they will increase their Vitality. When their Vitality reaches a certain point, they start the process of reproduction. In other words, if you keep the dungeon's ecosystem in balance, they will thrive on their own, without needing you to dig more. See the food chain pyramid on pages 18-19 to see which breeds feed on which, so that our servants won't starve to death in the dungeon. If you become famished yourself, God of Destruction, please feel free to eat anything you want.



An example of predation

 Lizardmen

Hunt & Eat

 Omnoms

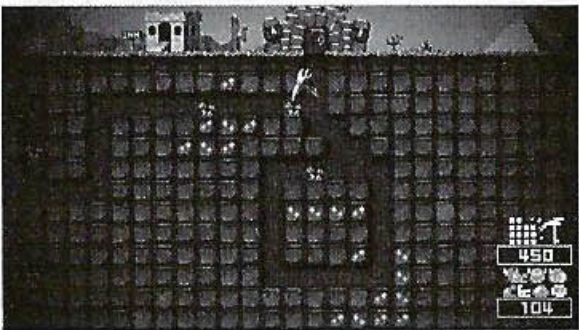
Hunt & Eat

 Slimemosses



We've got mushrooms in the dungeon!

My Lord, God of Destruction! Even though we can't always see it, there are a lot of nutrients and mana floating around in the air. After awhile, they form into three types of mushrooms and poke out of the ground. They can provide good nutrition for monsters. Also, if you poke them with your godly pickaxe, they will scatter nutrients and/or mana all over the place. I hear mushrooms only grow in narrow places, though.



Types of Mushrooms		
	Fungus	It's got nutrients. If you destroy it, it will scatter nutrients.
	Magic Fungus	It's got mana. If you destroy it, it will scatter mana.
	Rainbow Fungus	It has both nutrients and mana. If you destroy it, it will scatter both.

Certain types of servants can evolve into rare types of monsters when they feed on Magic Fungus. Why don't you try it!?



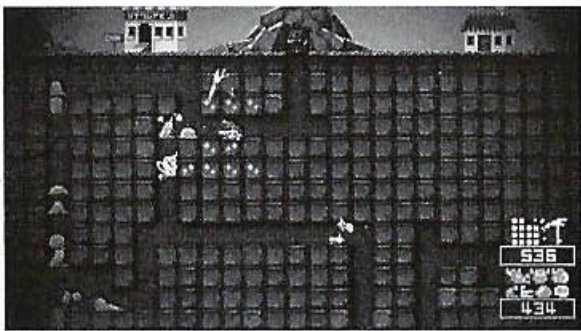
TYPES OF SERVANTS



Here, I shall introduce you to some of the categories of monster breeds!

I know you are brilliant enough to figure out that if you dig a high level soil block, you can create a strong monster! However, there are various types of monsters! You can't create certain monsters just by digging randomly. Please remember the basic block types and their corresponding monster breeds!

* Basic Monsters

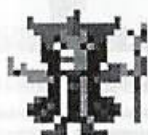


These are the monsters that are created from the soil, as I explained on page 9. The type of monster will vary, depending on how much mana and nutrients are stored in the soil block when you dig it. By the way, you can alter the abilities of these 6 monster types through upgrades or mutations.

- Monsters that come from nutrient soil blocks

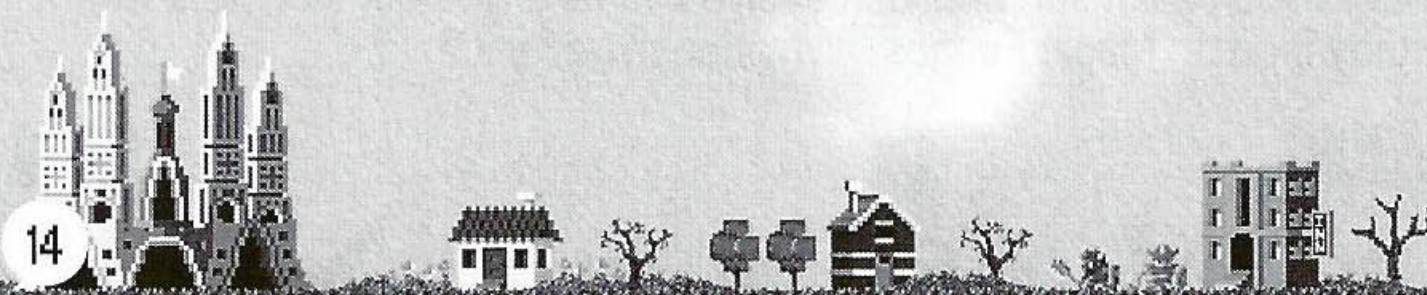


- Monsters that come from mana soil blocks



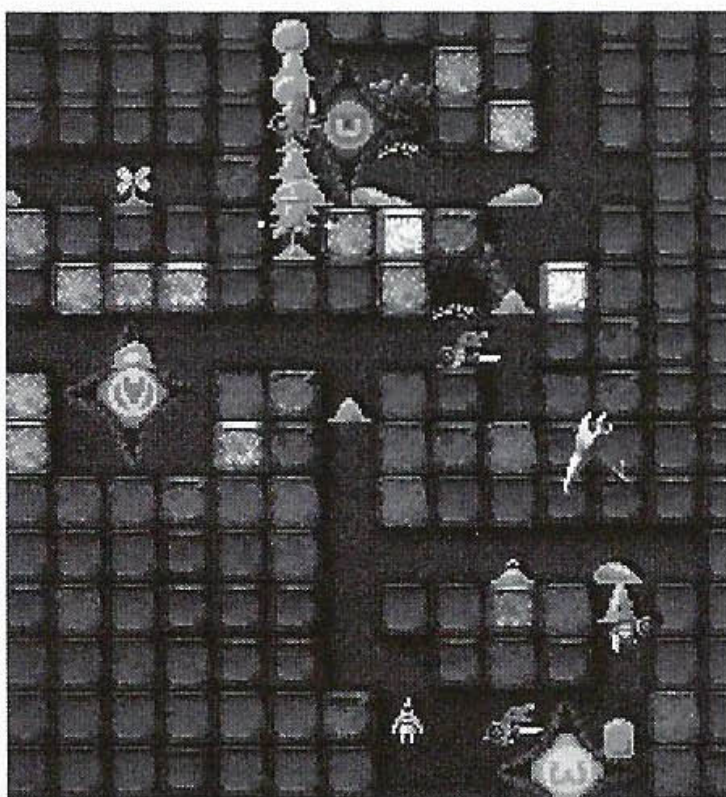
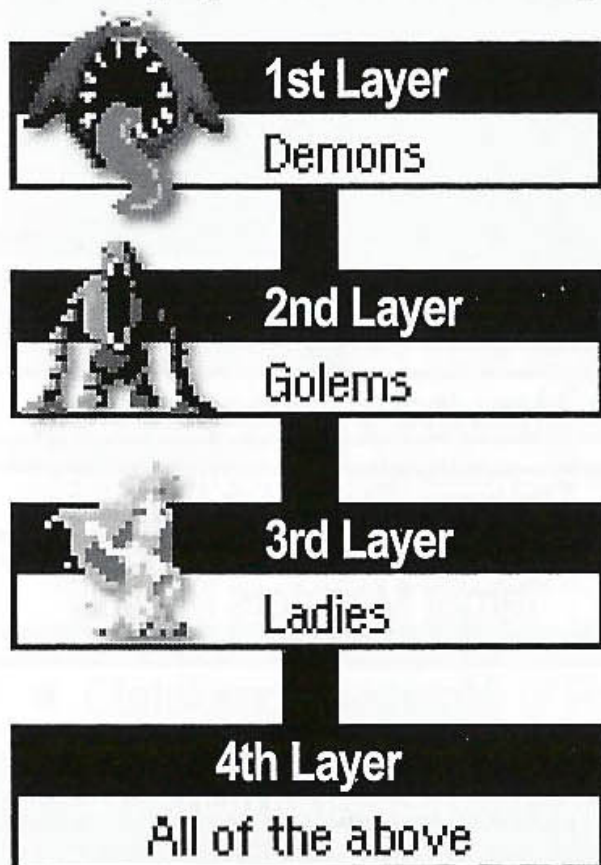
Please Upgrade Our Servants!

You can upgrade these 6 categories of servants by spending a certain amount of Dig Power. The strongest is level 4. Once they are upgraded, their abilities increase. If you have enough Dig Power, please try doing it. Upgraded monsters come out starting with the next stage, but once you beat the Continent, all monster levels will be reset. Sorry 'bout that.



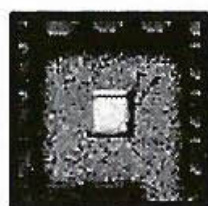
* Visitors

To invite them into the dungeon, first create a rune following the method below. After that, poke the rune. Then the visitor will come out! Depending on the layer of soil, the type of visitor will vary. Please pay attention to the layer in which you create runes.



How to Make a Rune

First, create a Level 3 Nutrient or Mana Block, and dig all the blocks around it. Then finally, dig the isolated Level 3 Block and a rune will be created. By the way, all heroes who touch a rune will lose a lot of MP, so they make great traps!



If you dig a Level 3
Nutrient or Mana soil...



How to Upgrade a Rune

Runes can inhale Spirits. If enough Spirits haunt a rune, the rune will change color. Depending on the color of the rune, the visitor that comes out of the rune will vary.



Haunted by Spirits



Special Skills Have Cumulative Effects

Demons', Golems', and Ladies' abilities are cumulative; the more individuals of each type that are in the dungeon, the greater their effects will be. I recommend growing them in places that the heroes will have difficulty finding.

MUTATION



Our servants will mutate into various types of weird creatures!

Oh, my Lord, God of Destruction! Slimemoss, Bug, Lizardman, Spirit, and Lilith types of monsters can mutate into weird types when they are in an environmental crisis, such as famine or predatory outbreaks, and they try to acclimate themselves to their new environment. As I will discuss on page 17, there are Regular Types, Abnormal Types, Giant Types, and Pure Types. Depending on how the basic types die out, the kind of mutation will differ. Please be amazed by the power the monsters exert when faced with extinction!



Flow of Mutation

Meet the Conditions Below

Prepare Stage for Mutation

Target Monsters Multiply

Mutation Complete!

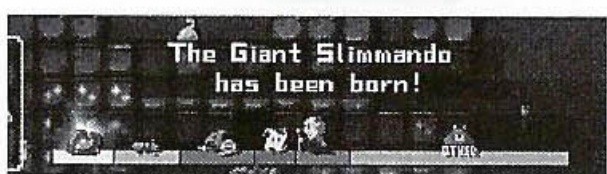
* The number of monsters are critical to the conditions for mutation!

When mutations occur, it means that the breeds are on the verge of extinction. In other words, the fewer the population, the more likely they will mutate. Once they have started to mutate, their bodies will shine. At the same time, there will be an announcement about new mutations, so please observe what kind of mutants will appear. These announcements can be turned on/off as well as the Heroes' Comments.



■ Mutation Announcements

When a type of monster is close to mutating, its Birthing Bar will start to flash.



■ Conditions for Mutation

- The ratio of the number of monster types must be under a certain number.
 - The types of monsters that meet the condition above increase and die at a certain rate.
- * If the types of monsters that are in the process of mutation all die out, the mutation will be cancelled.



You can also cancel mutations by using Dungeonquakes!

My Lord, God of Destruction! You can prevent mutations by holding down the **R** button to cause a Dungeonquake. Also, all monsters and heroes in the dungeon will be stunned for a while. But please be aware that one Dungeonquake consumes 20 Dig Power.



* The 4 Different Types of Mutants Have Different Conditions to be Born

Regular Type

If they are killed off by heroes or you cull them in large quantities, they will be regular types. The regular types have balanced abilities, and are apt at both attack and defense.

- Condition: Defeated by Heroes, Culled by the Pickaxe

Basic Slimemoss Breeds

Lv 1	Slimemoss
Lv 2	American Slimemoss
Lv 3	Hyacin Slimemoss
Lv 4	Slimmando Moss

Abnormal Type

They appear when their regular types are being eaten by predators and are on the verge of extinction. They tend to have special skills to fend off both the heroes and their predators, but their HP and attack strength are lower.

- Condition: Abundance of Predators

Abnormal Slimemoss Breeds

Lv 1	Paraslimemoss
Lv 2	Paramerican Moss
Lv 3	Paralyacin Moss
Lv 4	Parammando Moss

Giant Type

They emerge when their regular types are starving to death and are about to go extinct. Their attack strength is higher, but their speed is lower. Plus, they have a harder time reproducing. They sometimes cannibalize their own monster types. When one cannibalizes the other, the nutrients of the individual cannibal will equal the sum of both.

- Condition: Sparse food, Lots of Starvation

Giant Slimemoss Breeds

Lv 1	Giant Slimemoss
Lv 2	American Giantmoss
Lv 3	Hyacin Giantmoss
Lv 4	Giant Slimmando

Pure Type

They come out only when during the process of mutation, they lose their ill will. They don't reproduce or hunt for food.

Pure Slimemoss Breeds

Lv 1	Pure Slimemoss
------	----------------



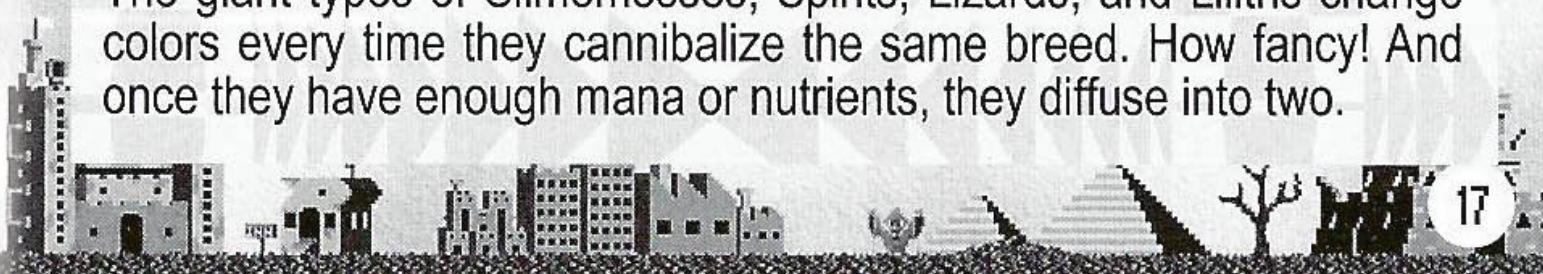
I hear there are a whole lot more types of monsters!

These types of mutants are not the only ones that exist in this world. If you meet certain conditions, servants can mutate into even rarer monsters! Please find out more conditions to further their mutation!



Giant Types change their color after they become cannibals!

The giant types of Slimemosses, Spirits, Lizards, and Liliths change colors every time they cannibalize the same breed. How fancy! And once they have enough mana or nutrients, they diffuse into two.

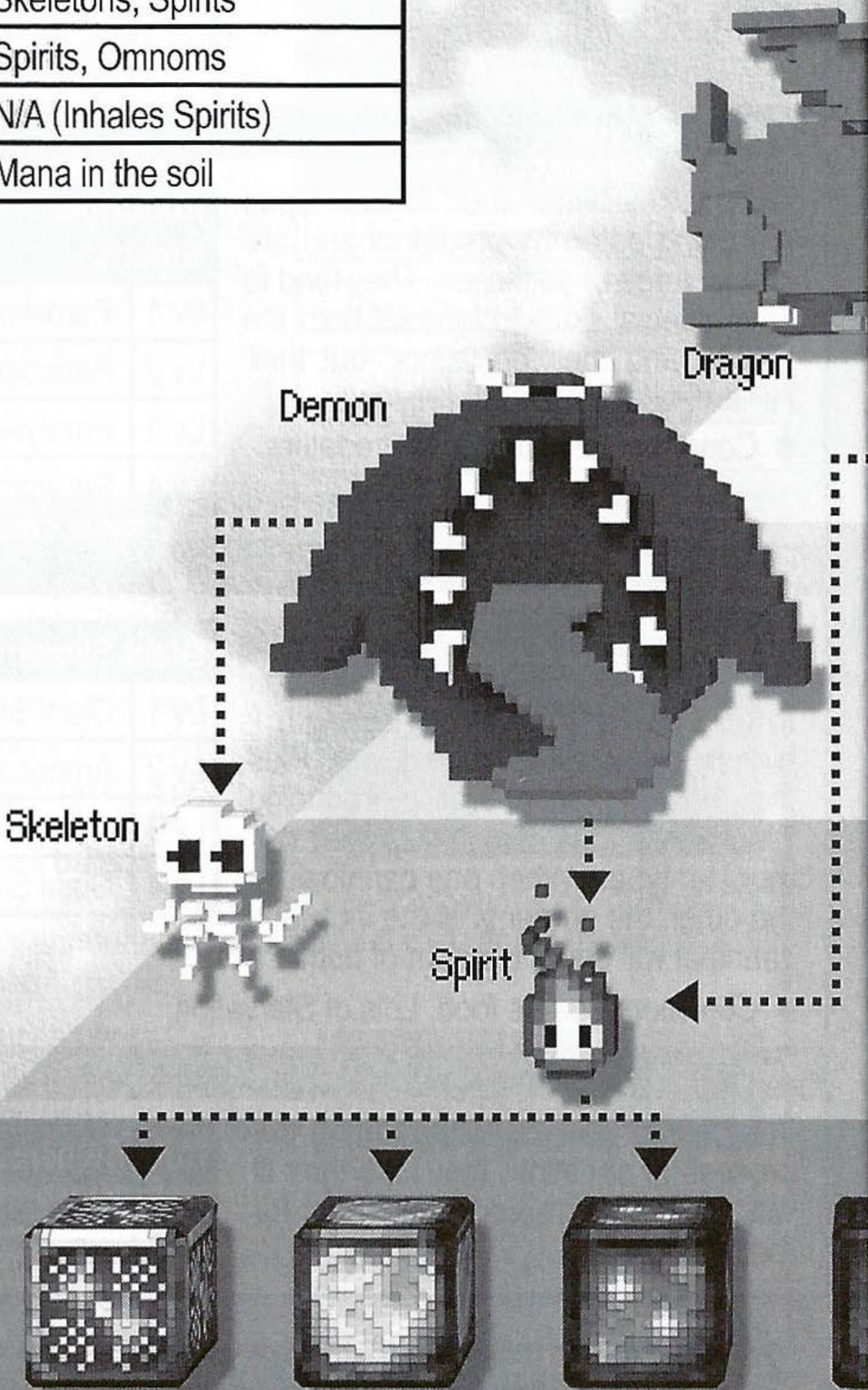


FOOD CHAIN PYRAMID



Familiarize yourself with the food chain relationships!

Monsters	Feeds on
Demon	Skeletons, Spirits
Lilith	Spirits, Omnoms
Skeleton	N/A (Inhales Spirits)
Spirit	Mana in the soil



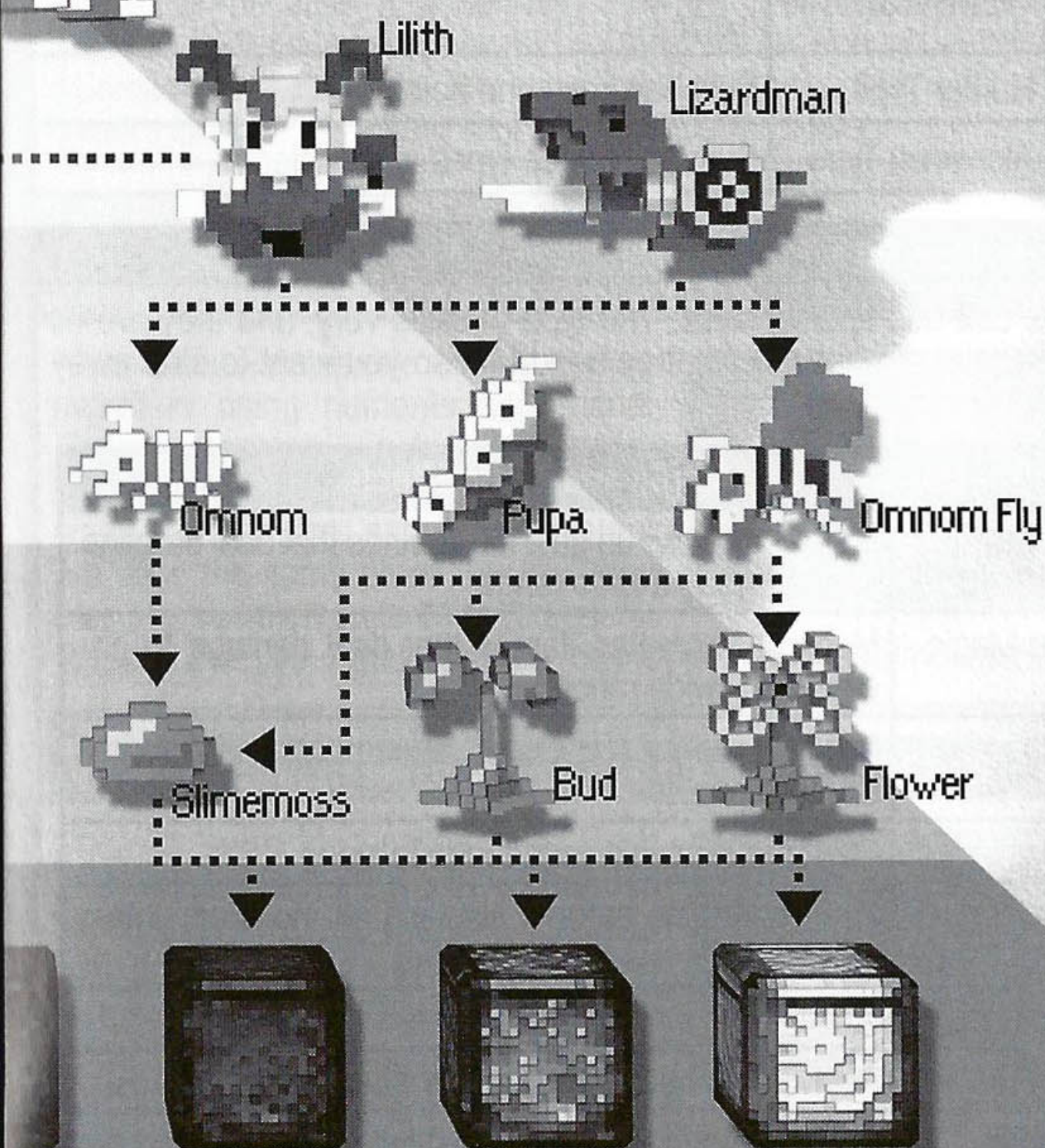
MANA

◀ ◀ ◀ ◀ S

ECOS

FOOD CH

Monsters	Feeds on
Dragon	All monsters
Lizardman	Omnoms
Omnom, Omnom Fly	Slimemosses, Buds / Flowers
Slimemoss	Nutrients in the soil



▶ ▶ ▶ ▶ NUTRIENTS

SYSTEM
CHART

LITTLE IMPERTINENT HUMAN HEROES



I hear that the heroes have upgraded their impudence!

My Lord, God of Destruction! The human army that threatens my Empire is not comprised of only a single hero. As listed below, there are various types of invaders who attack in their own ways. And they don't always come alone. Sometimes, they come in groups. If they capture me and take me away, it's Game Over! So please be thoughtful when constructing the dungeon!

Impertinent Heroes and Their Basic Tendencies

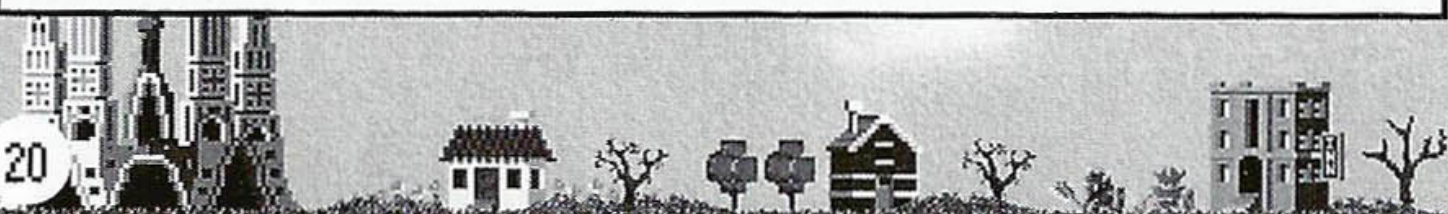
	Hero Type	Attacks monsters quickly with a sword.
	Warrior Type	Heavy equipment slows them down.
	Wizard/Witch Type	Attacks several monsters in a straight line with magic.
	Hunter Type	Sets bait traps and bombs.
	Alchemist Type	Summons three types of monsters!

* Heroes Use All Kinds of Skills!

Heroes can use special skills. The type of skills vary, and they are all troublesome! To use magic, they need MP, so you want to strip away their MP with Spirits, etc.

Hero Special Skills and Magic and Their Effects

Wind Magic	Magic that kicks up gale force winds that deal damage to enemies in a wide range.
Flame Magic	Magic that creates flames that deal damage to enemies in a wide range.
Summon	Mainly used by Alchemists. Summons visiting monsters (familiars).
Hypnosis	Puts monsters in a wide range to sleep.
Rolling Smash	The hero spins around, slashing all monsters within reach.
Barrel Bomb	Mainly used by Hunters. The barrel explodes.
Save Flag	Revives the hero who sets this when he or she dies.
MP Drain	Deals damage to enemies and the hero recovers MP.
HP Drain	Deals damage to enemies and the hero recovers HP.
Healing Magic	Heals an ally hero's HP.
War Cry	Enhances all heroes' attack.
Torch	Heals the HP of heroes around the torch.
Bait Trap	Mainly used by Hunters. Sets poisonous food.



* My Lord, God of Destruction! The hero has dropped some strange object in our sacred dungeon!

My Lord, God of Destruction! Are you aware that heroes sometimes leave some strange objects in our dungeon? They are all harmful to us, so please make sure to destroy them every time you find one!

Torch



This heals the heroes' HP.
You cannot destroy it.

Save Flag



A hero who has set one of them will revive at the flag even if he or she perishes!

Bait Trap



Please destroy this as soon as possible, because if a servant eats it, it will die or get poisoned. Sometimes it can heal the servant's HP, but...it's a long shot.

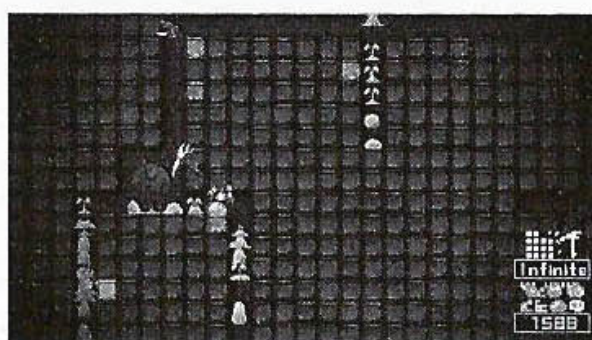
Barrel Bomb



A hunter type hero who has set this will back away from it. When they are far enough away, it explodes. If you poke it, it'll shatter without exploding.

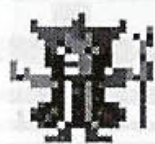
* Alchemists' Summoned Monsters!

Alchemists are capable of summoning monsters using nutrients and mana. These monsters include Demons, Golems and Ladies. It's confusing when our monsters and their monsters are all in the same place. Luckily, they can only summon up to three monsters. Oh, and even your godly pickaxe cannot destroy these monsters.



* My Lord, God of Destruction, it's time for Hero Rush!

There is something called Hero Rush in certain stages. It's a type of event in which heroes surge into the dungeon one after the other without any time to rest. If you have beaten the original What Did I Do To Deserve This!?, you can use your clear data to unlock some returning heroes. You can do so from "Past Saves" in the "Data Menu" under "Options" on the title screen.



The probability that the heroes will use their skills and magic depends on their motivation!

The arrow to the left of the hero's name indicates that hero's motivation. As it rises, the heroes tend to use attack magic, and as it lowers, they tend to use defensive or healing magic. Their motivation decreases as time goes by, or as they use skills, or as they get attacked by monsters.



STORY MODE



My ambition for world conquest starts from this mode!

Please look at this, my Lord, God of Destruction! This is the human world that will soon fall under the rule of the Badman Army! There are 5 Areas (Continents) in the human world, and every time we annex an area, a part of our headquarters, the Overlord Castle, will rise from the ocean. My Lord, God of Destruction, please strive to make my grand dream, the revival of the Overlord Castle, a reality!

■ Map

Areas Not Conquered

Area Info

Areas Conquered

Overlord Castle

Areas Conquered	Conquered areas turn purple.
Areas Not Conquered	These areas are not yet conquered.
Area Info	Displays the name, high score, and rank.
Overlord Castle	Every time you conquer a new area, part of it lifts up out of the ocean!

* There Are Areas and Stages!

Each area has several stages. You, my Lord, God of Destruction, will choose an area first and then enter that dungeon. If you beat all the stages in that area, you are done with that area, which means you have conquered that area. By the way, you are welcome to replay areas that you have already conquered.

■ Flow of Area Conquest

Choose an area you want to conquer

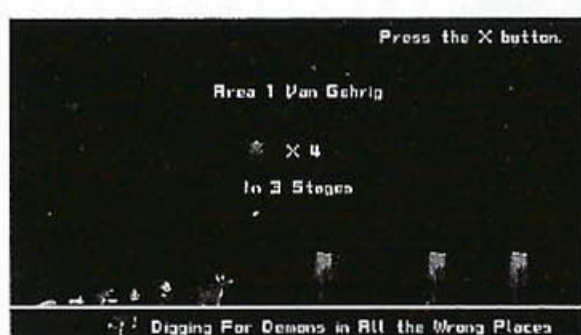
Start the stages

Beat all stages

Area conquest!

* Types of Servants are Assigned to Each Stage!

The monsters at the bottom left of the loading screen indicate the types of monsters that will appear in that stage. In other words, it's telling you which types of monsters can be dug from that stage. I don't think there are any upgraded monsters from the beginning, but in some stages, you can generate mutants from the start. Besides just monsters, sometimes my comments will show up there as well. Please check it out!



Let's see what types of monsters you can create from the soil on this stage!

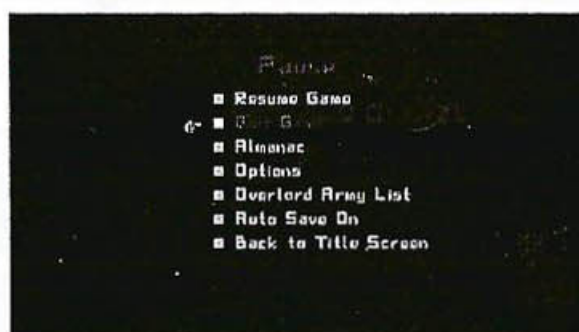
* After Beating an Area, the Status of the Dungeon Will Reset!

The dungeon's status will continue throughout the area, but once you enter another area, the dungeon will reset. You'll have to create a brand new dungeon from scratch. Monster upgrades and mutations will also reset.



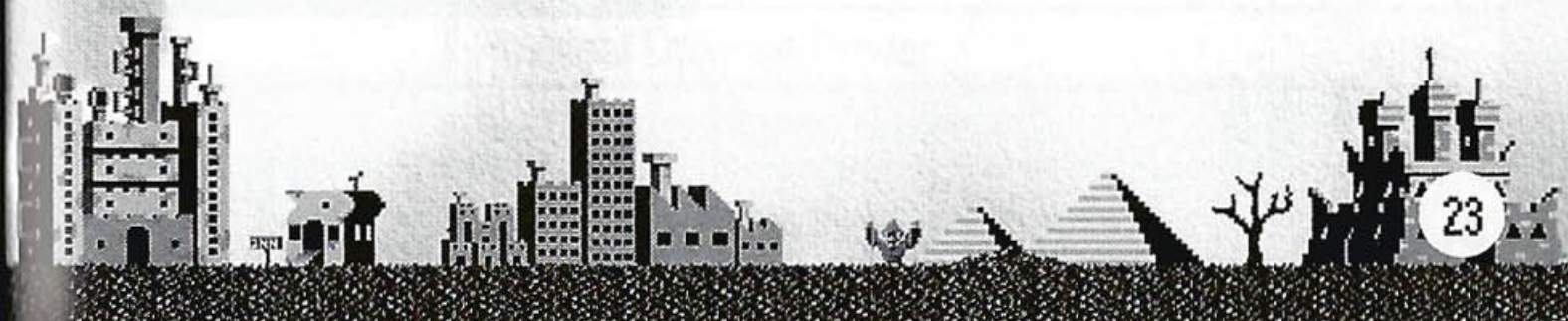
* You Can Save While You're Working on the Dungeon!

If you get tired of constructing the dungeon, you can choose "Quit Game" from the Pause Menu. You can save the status of the dungeon as paused data. But if you load the paused data, it will be erased.



* My Lord, God of Destruction! If the Game is Over, You're Screwed!

If the humans grab me and take me away to the surface, even if you were in the middle stages of an area, you'll have to start over from the beginning of that area. It must be harsh for you, my Lord, God of Destruction...



TRAINING MODE



Please learn the ABCs of Dungeonology!

From the Training Mode, you can play Training Courses, which are like tutorials, and Challenge Courses, which are academically challenging. Please complete all the courses to become a dungeonology master!

■ How to Use This Screen

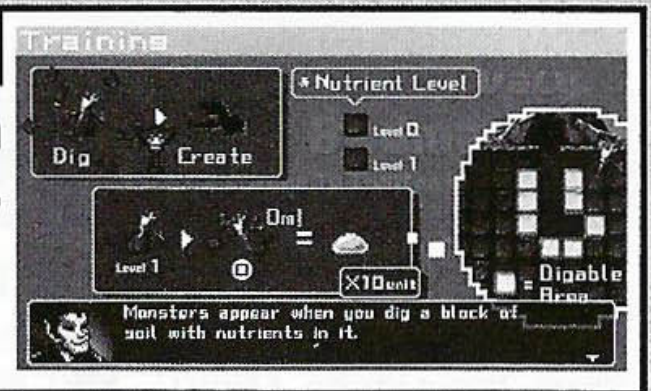
Training Course Title	High Score and Ranking
Select a Stage	
Training 1 NEW! Dungeon	-
Training 2 Out With the Old In With the Nutrients	-
Training 3 Food Chain Gang	-
Training 4 Dawn of the Lizardmen	-
Training 5 Hidden Knowledge of Mana	-
Training 6 Demons 2 Electric Boogaloo	-
Training 7 Slayer X Slayer Dragon Island	-
?????	-

↑↓:Select ←→:Page Up/Dn X:Decide O:Cancel

Unlocked Training Courses

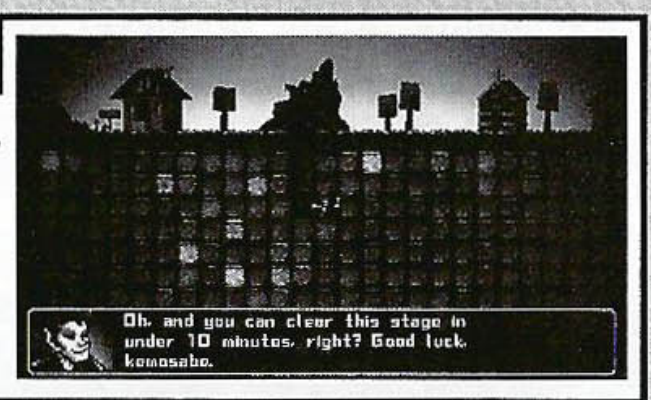
* Training

You can learn the basics of dungeon making. Before playing the Story Mode, I would recommend doing these.



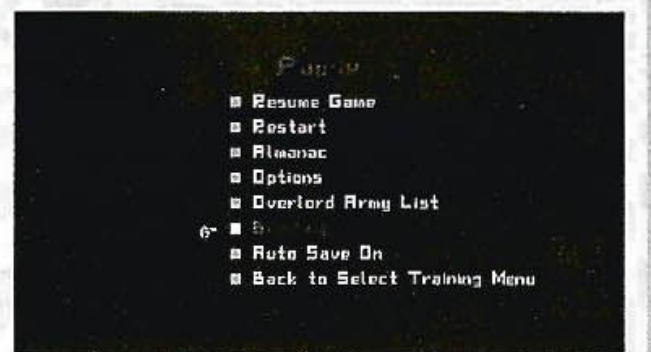
* Challenge

Naturally, these courses are challenging.



Please Beat the Stages by Listening to My Briefings!

Right after the beginning of each stage, I shall briefly explain the conditions for victory. If you miss my explanations, you can always review them from "Briefing" on the Pause Menu!



THE ALMANAC



Here is where you'll find info on creatures!

All heroes and monsters you have seen once in any mode will be found in this Almanac. If you strive for a complete collection of all monsters and heroes, I'll be very pleased. By the way, on the monster information screen, you can see their animations with the **X** and **Q** buttons, and their mutations with the **L** and **R** buttons.

How to Use This Screen

Monster Name

Monster Info



- Food: Nutrients
- Predators: Omnoms
- Mutation Destination
 - Paramerican Moss
 - American Giantmoss
 - Foreign Amoeba

HP:21 ATK: 13 DEF: 2 RES: 0

The most common plant in the Netherworld. They play an important role in supplying nutrients for the food chain. Their linear migration has been the subject of research for many Netherworld scholars, as has their increased rate of nutrient accumulation. When they make buds, they can inhale nutrients from the ground around it within a range of 2 defeet (1 defeet is equal to 6.66 ft).

↑↓:Page Up/Dn L/R/△:Mutants O:Back

Monster/Hero Graphics

Abilities

Description

Monster Info	
Food	What they eat.
Predators	What eats them.
Mutations	What they can mutate into.

Monsters	
HP	Maximum HP
ATK	Attack Strength
C/R ATK	Close/Ranged Attack Strength
DEF	Physical Defense Power
RES	Magical Resistance Power

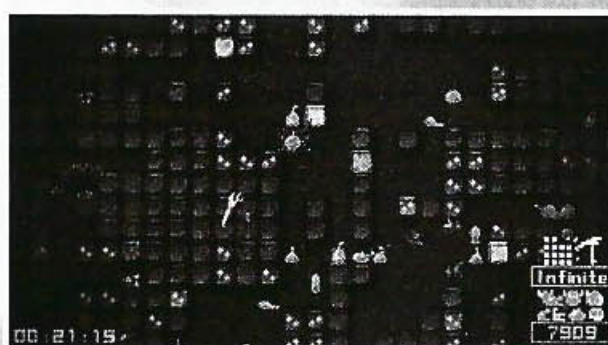
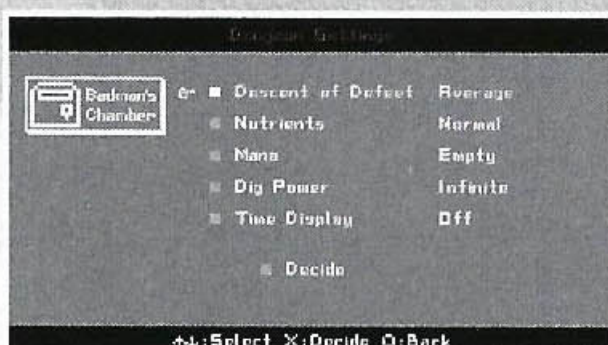
Heroes	
HP	Maximum HP
MP	Maximum MP
ATK	Attack Strength
DEF	Physical Defense Power
RES	Magical Resistance Power

BADMAN'S CHAMBER



You can mess with the monster ecosystem all you want!

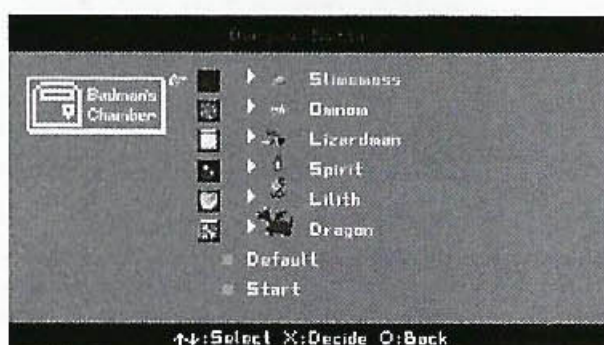
An ancient God of Destruction once said, "I wish I could mess with the monster ecosystem to my heart's content without worrying about heroes..." This mode was created in order to fulfill such desires. In here, you can have infinite Dig Power, dig the dungeon as much as you want, create as many monsters as you want, and control the ecosystem as much as you want. When you get tired of fighting against heroes, you may want to just relax and observe the monsters' lifestyles. You may even come up with new strategies!



* There are many great functions in Badman's Chamber!

■ Select Soil

You can choose which monster will come out of which type of soil.



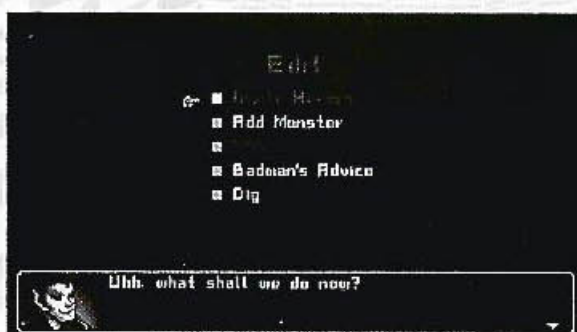
■ Select Monster

You can choose among already unlocked monsters. Maybe you can unlock new monsters in Badman's Chamber!



Edit Window

If you press the **L** button while making the dungeon, you can choose options like: Invite Heroes, Add Monsters, and Dungeon Info. I'll discuss this in more detail on the next page, but all these options except Invite Hero cannot be chosen until you meet certain conditions. That means they must be really great!



* Edit Command 1 Invite Hero

You can invite already unlocked heroes to your dungeon. You can invite up to 3 heroes at once. But you can invite several copies of the same hero. While a hero is invading the dungeon, you can't use the **L** button menu, and your Dig Power will decrease every time you dig a block. However, even if I'm taken out of the dungeon, the status of the dungeon won't change. And even if you defeat a hero, he or she won't become a Skeleton. This command can be chosen from the beginning.



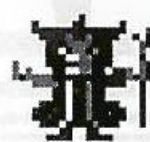
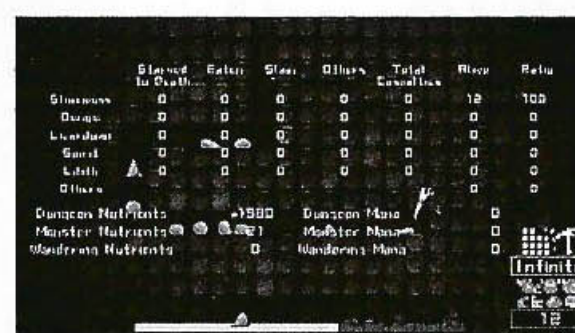
* Edit Command 2 Add Monster

You can create monsters by pressing the **Ⓚ** button, even without digging a soil block. You can only create the types of monsters that you chose at the beginning, and you can continue to do this until the gauge on the right side of the screen is full.



* Edit Command 3 Dungeon Info

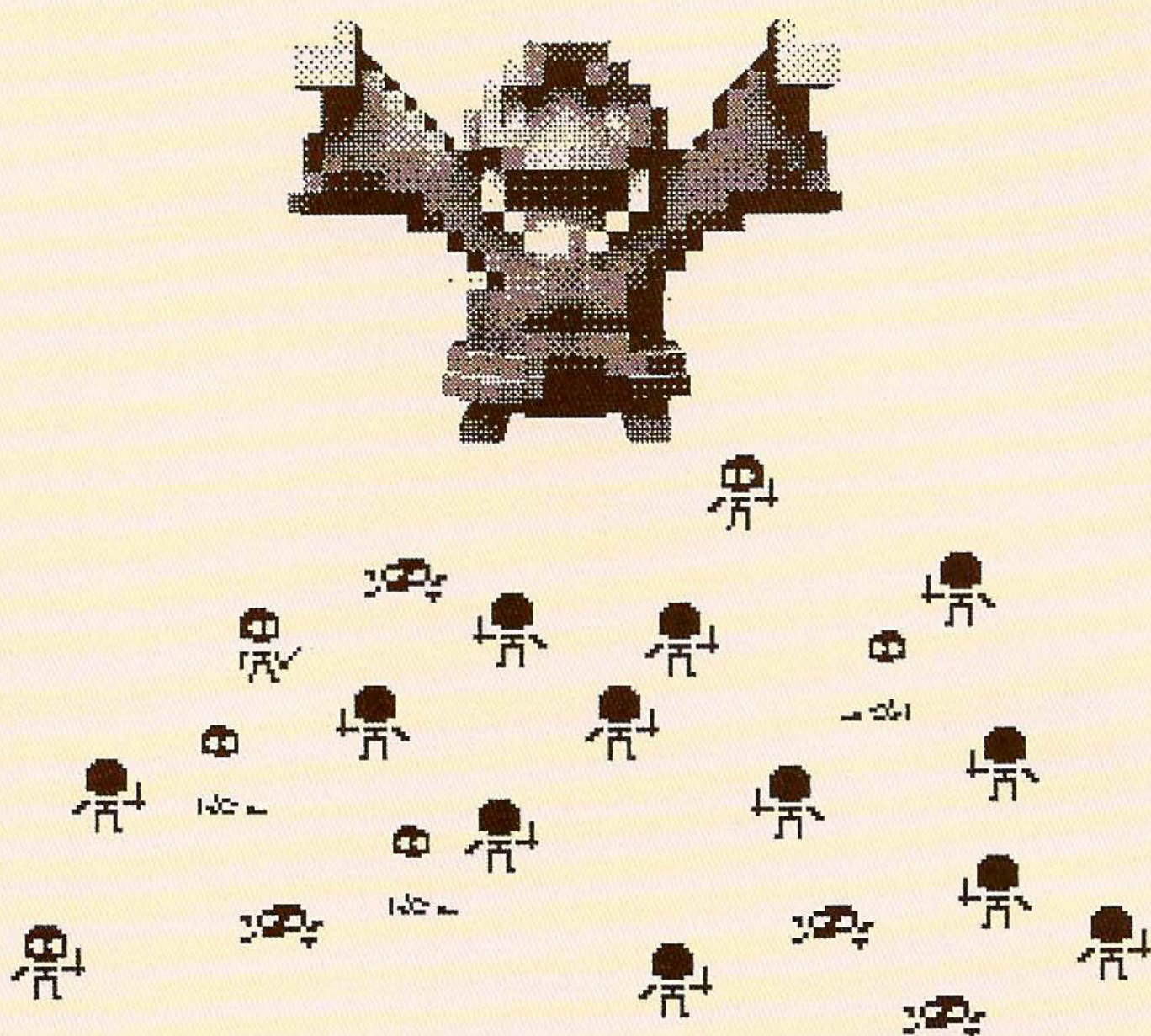
Displays the numbers of deaths from hunger, predation, casualties from human attacks, surviving monsters, the ratio of monster types, etc. You can also see the sums of mana and nutrients in monsters and the soil. If you want to make the display disappear, please poke me with the pickaxe.



Please Listen to My Advice!

If you choose Badman's Advice from the Edit Menu, I will give you advice about the state of our dungeon. Please follow my advice to create a great labyrinth!





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